

FIG. 1 is a block diagram of a system for providing a service to a user. The system includes a user device 10, a network 20, a server 30, and a database 32. The user device 10 is connected to the network 20, which is connected to the server 30. The server 30 is connected to the database 32. The user device 10 includes a display 11, a processor 12, a memory 13, a network interface 14, a camera 15, and a microphone 16. The network 20 includes a router 21 and a switch 22. The server 30 includes a processor 31 and a memory 33. The database 32 includes a database engine 34 and a data store 35.

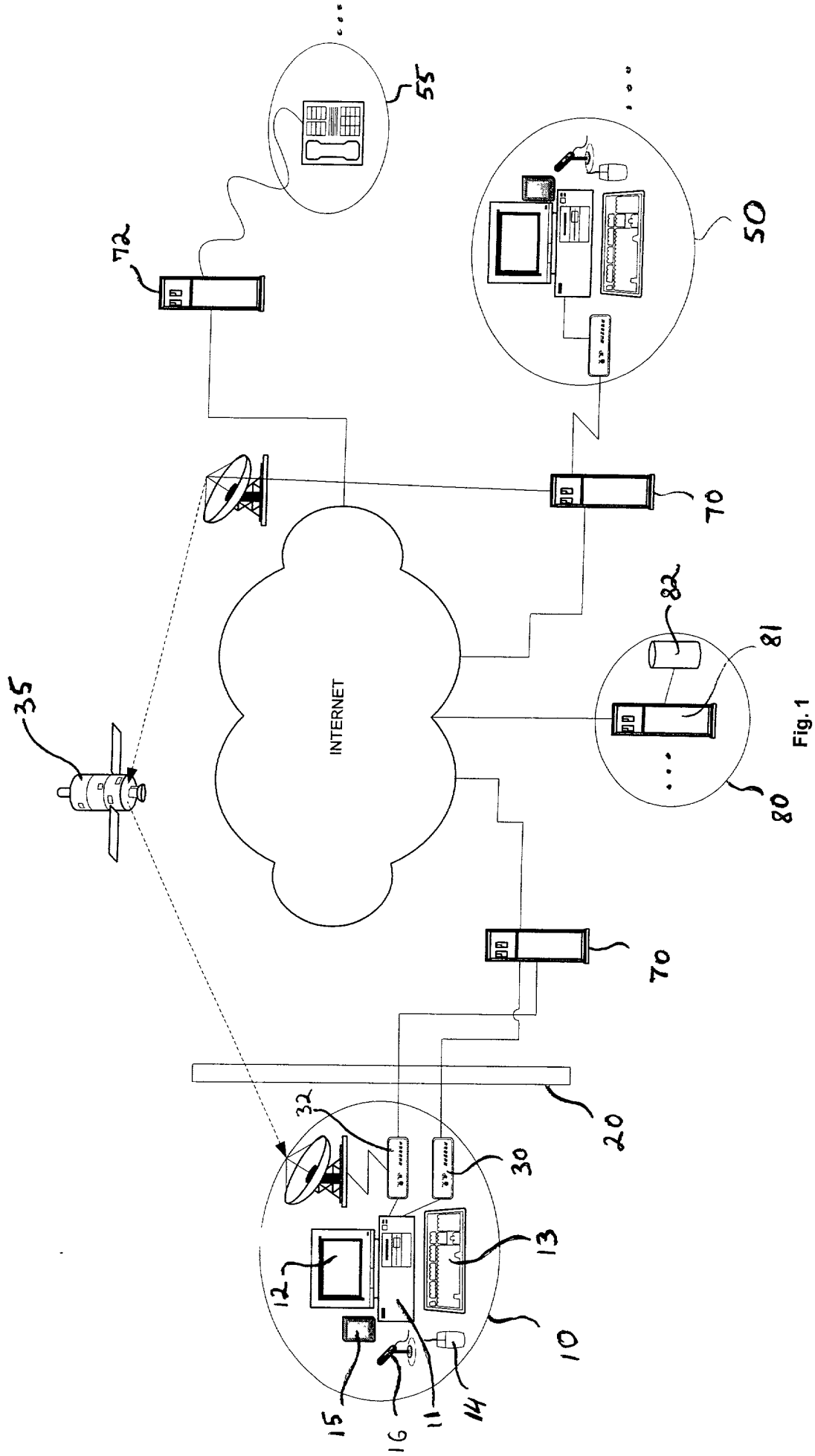


Fig. 1

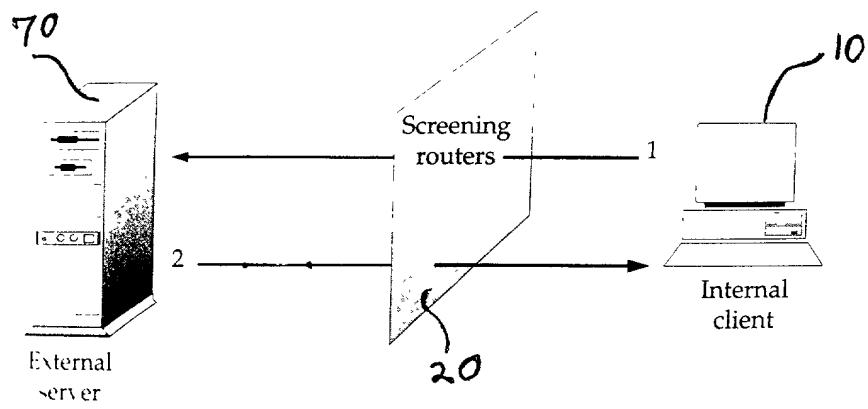


Fig.2a

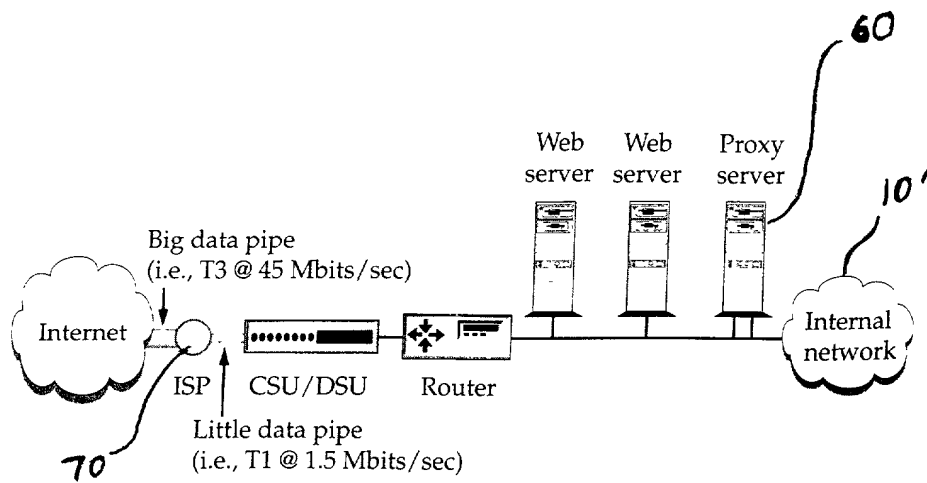


Fig. 2b

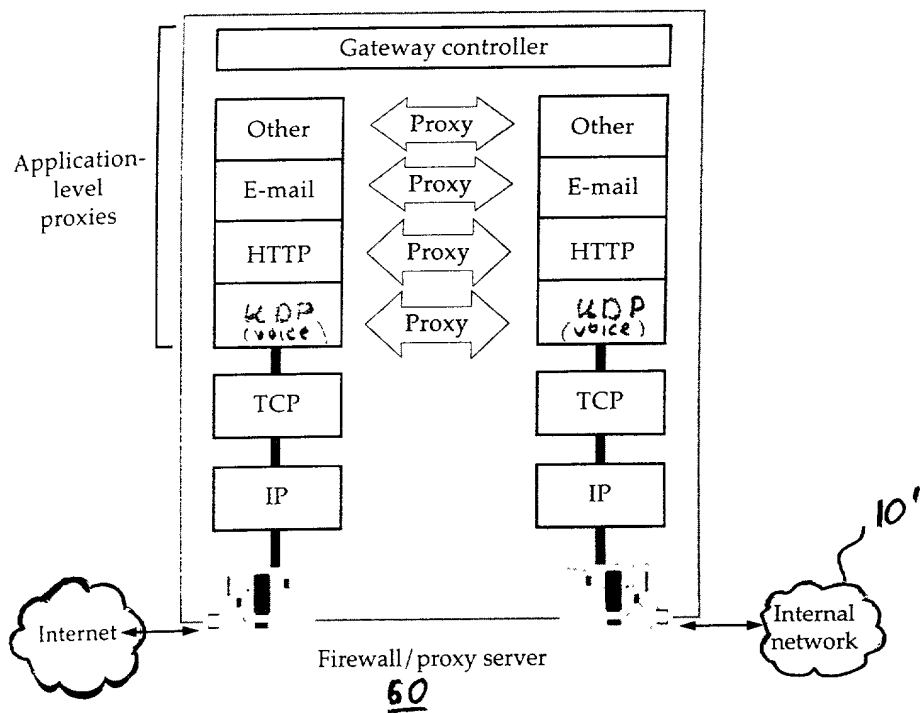


Fig. 2c

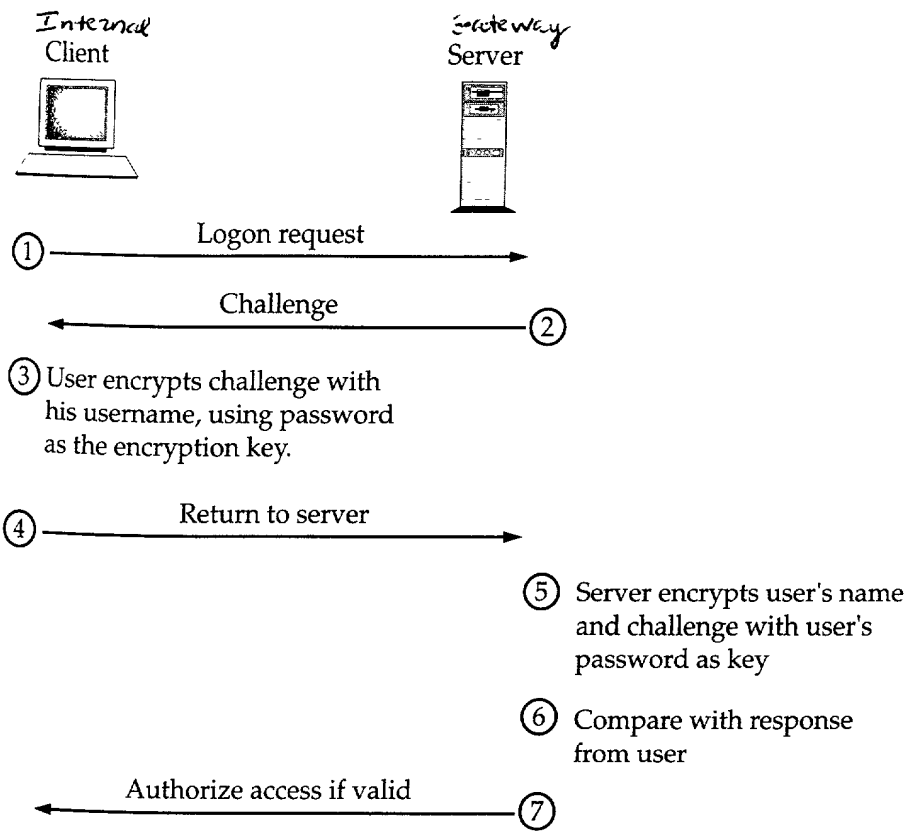


Fig. 2d

PhoneFree registration page can be found at:  
<http://phonefree.com/install/addquickform2.html>

Partial screen shot:

**PhoneFree Registration** **PHONEFREE.COM**

**In order to keep PhoneFree free,** we need to ask you for some demographic information. All information will be kept strictly private.

To be perfectly honest, the reason we ask you to fill out the form is so that we can serve you advertising that will hopefully be of interest to you. It only takes a few minutes and we appreciate your joining PhoneFree.

**White Pages Listing Information**

First Name

Last Name

City

Country

State (U.S. only)

Zip Code (US Only)

If you would like to include comments with your listing, please enter them here:

**Your White Pages listing style**

☐ General Listing

☐ Unlisted

☐ Friends & Family Only  
(This option simply places the words "Friends and Family Only" next to your listing)

**Password** Please choose a password with which to access your account

Fig. 3a

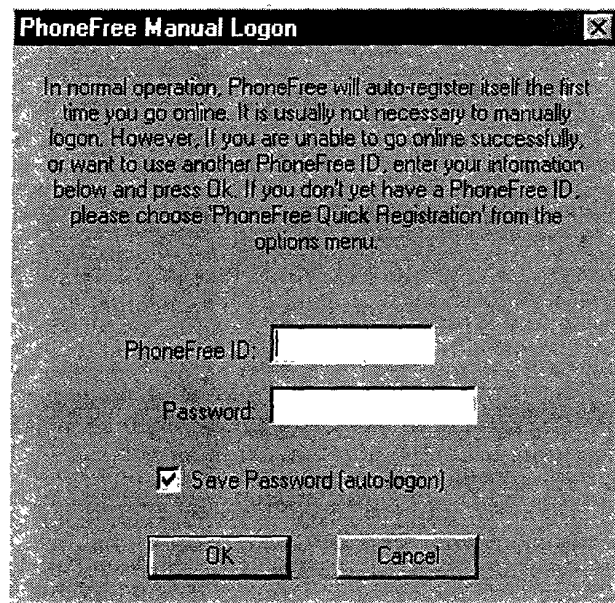


Fig. 36

FIG. 4a is a schematic diagram of a network architecture. The diagram shows a cloud 10' containing three server icons. A line 41 connects the cloud to a horizontal bar 20'. From the bar 20', two lines 42 extend downwards to two server icons 50 and 55. Ellipses (...) are shown next to each server icon, indicating multiple servers. Arrows point from the cloud 10' to the bar 20' and from the bar 20' to the servers 50 and 55.

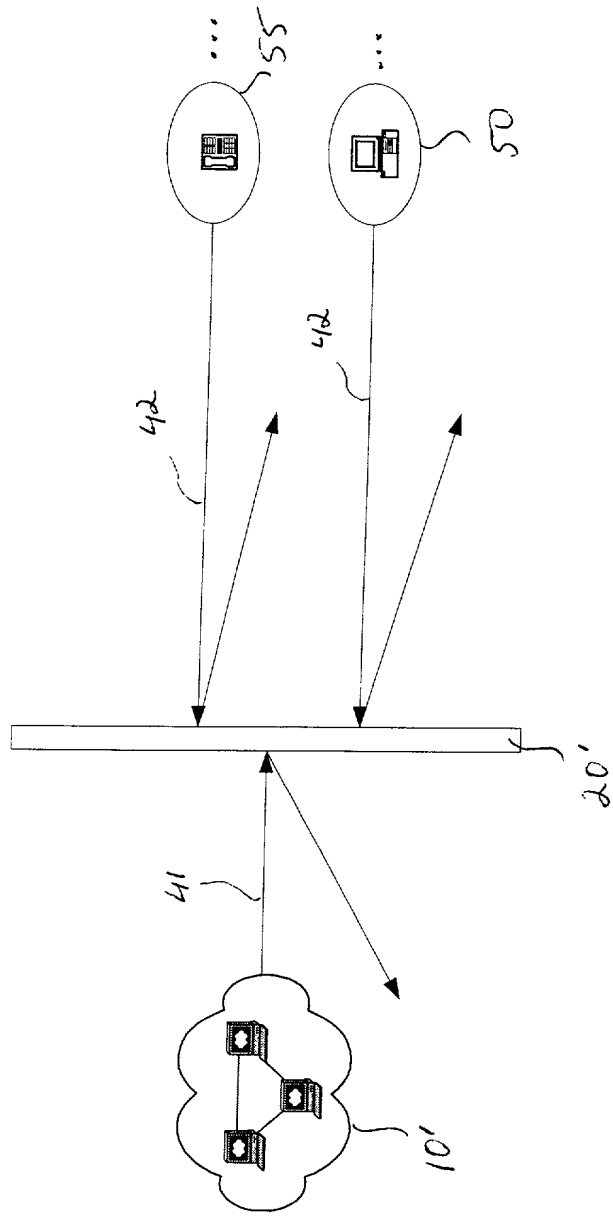


Fig. 4a





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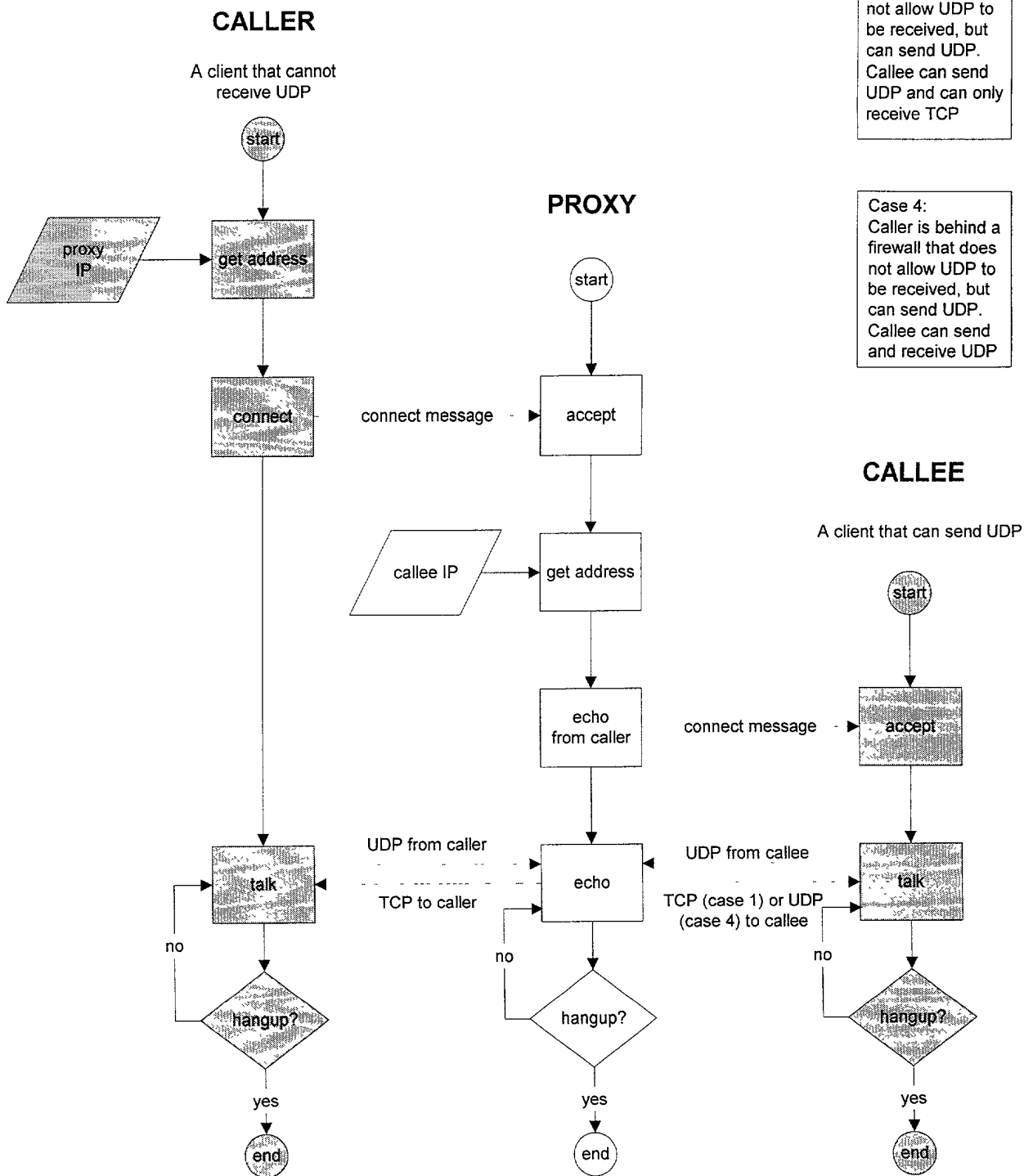
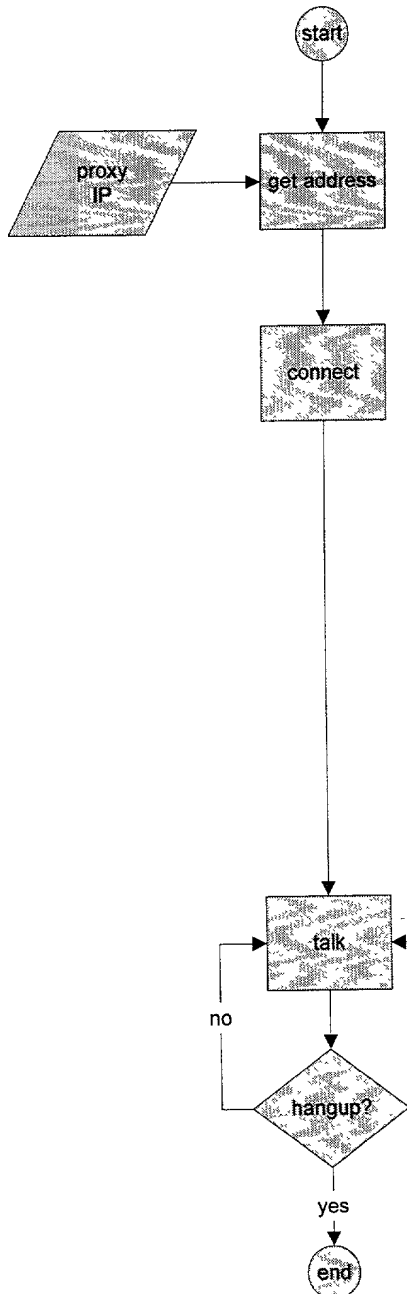


FIG. 5

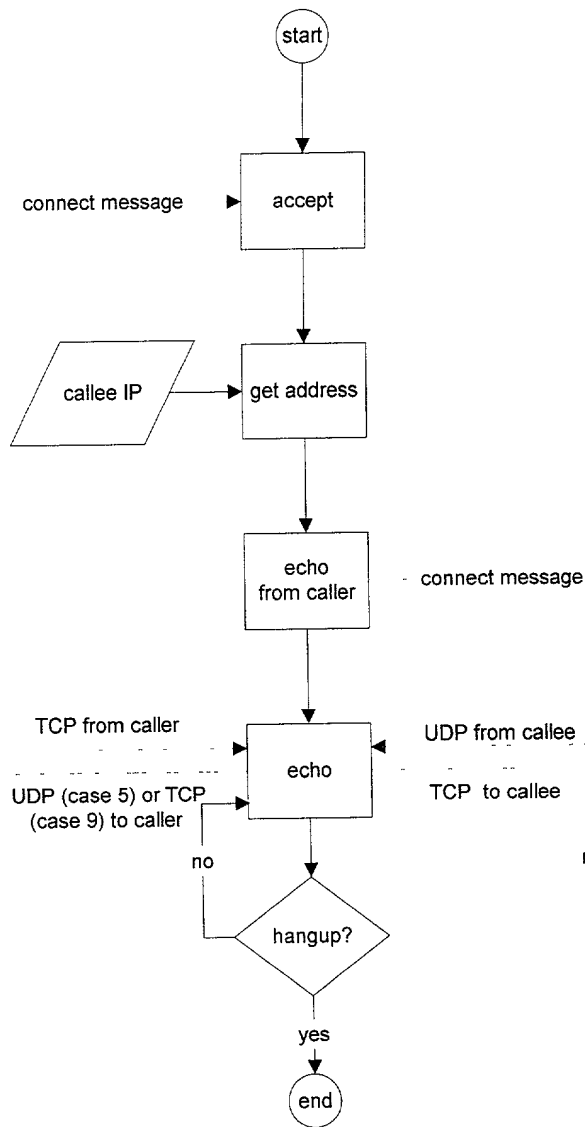


## CALLER

A client that cannot send  
UDP



## PROXY



Case 5:  
Caller can receive  
UDP, but only  
send TCP. Callee  
can send UDP, but  
only receive TCP.

Case 9:  
Caller can only  
receive and send  
TCP. Callee can  
send UDP, but  
only receive TCP.

## CALLEE

A client that cannot  
receive UDP

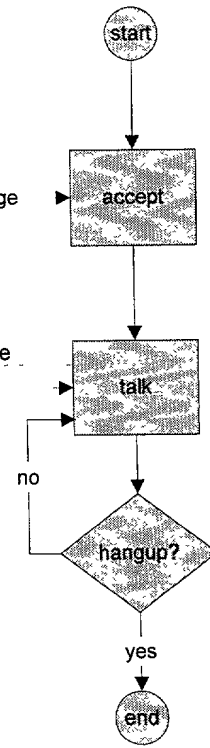


FIG. 7

the only way that the caller can send data to the callee is by sending it to the proxy. The proxy then forwards the data to the callee. This is the basic idea of the proxy server.

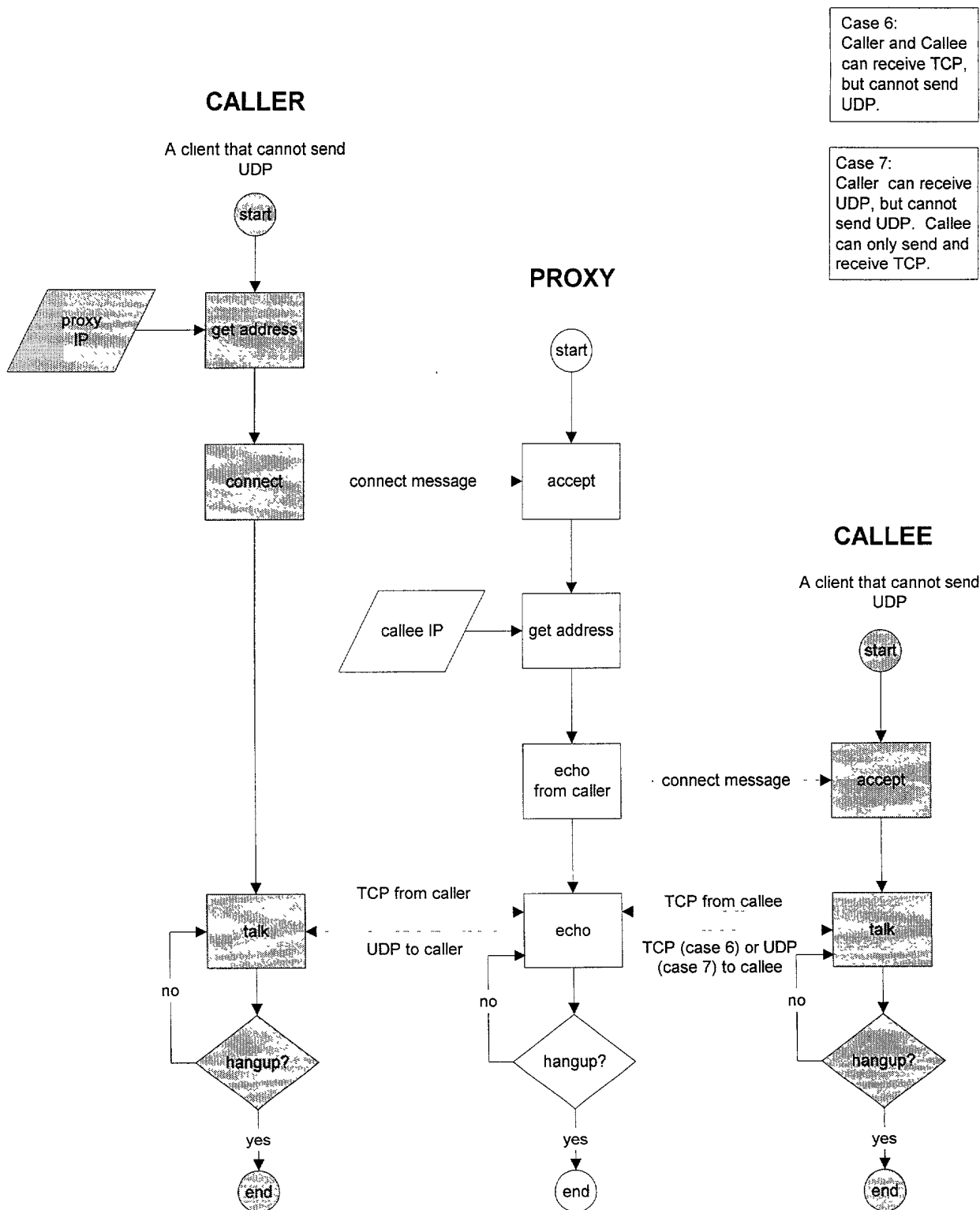


FIG. 8

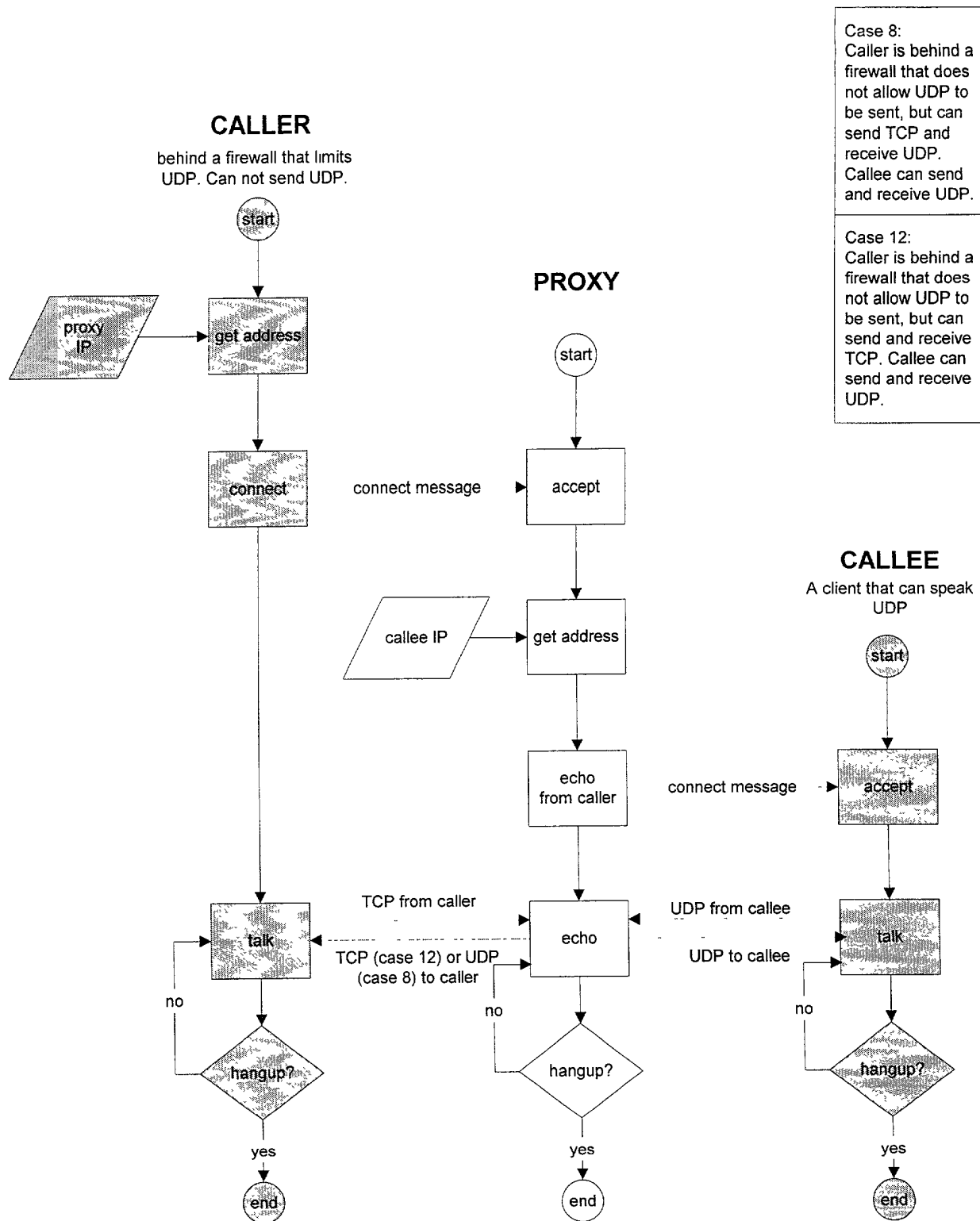


FIG. 9

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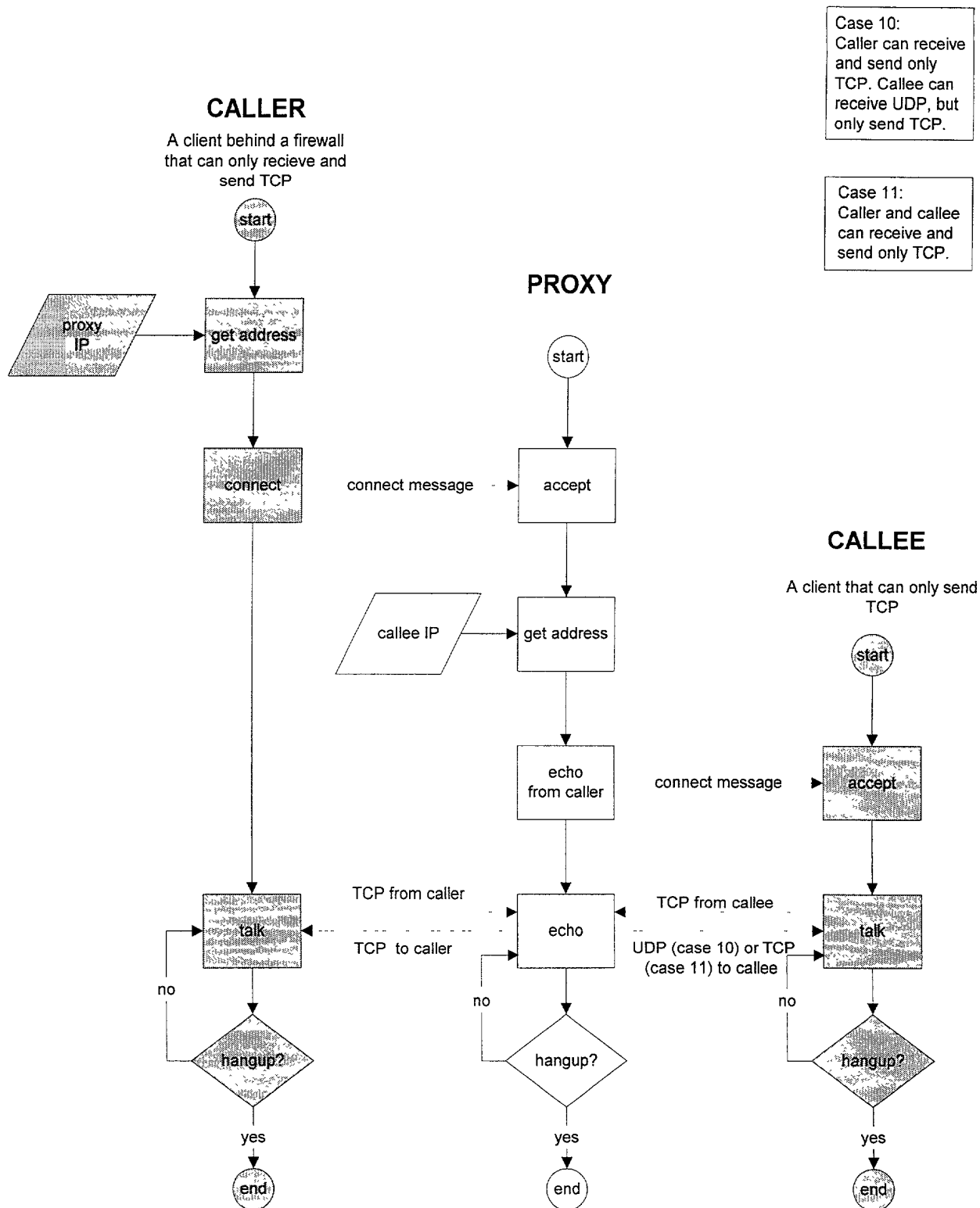


FIG. 10

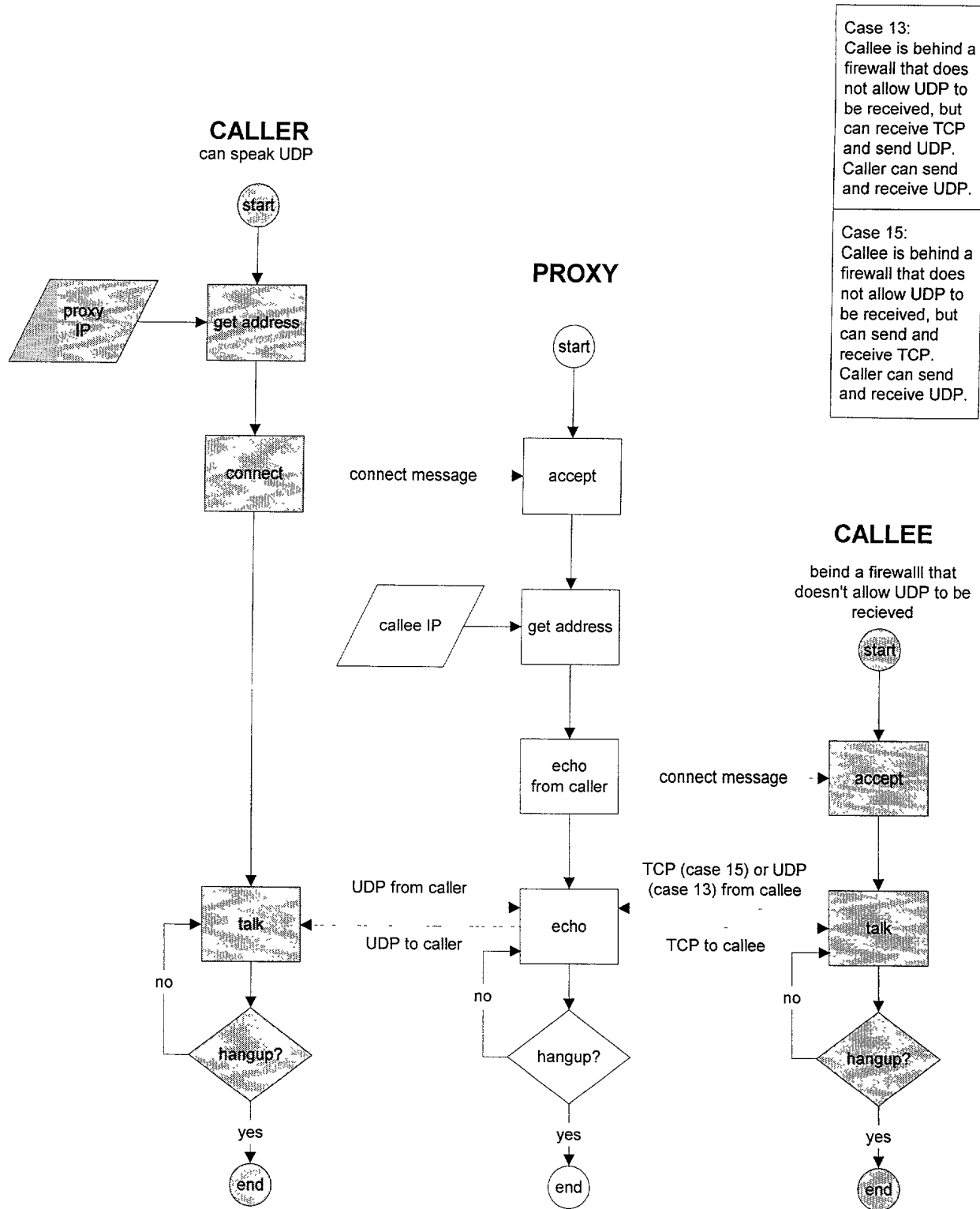


FIG. 11

Figure 12 illustrates the flow of control and data in a proxy server scenario. The diagram shows three main components: CALLER, PROXY, and CALLEE, each with its own state machine flow.

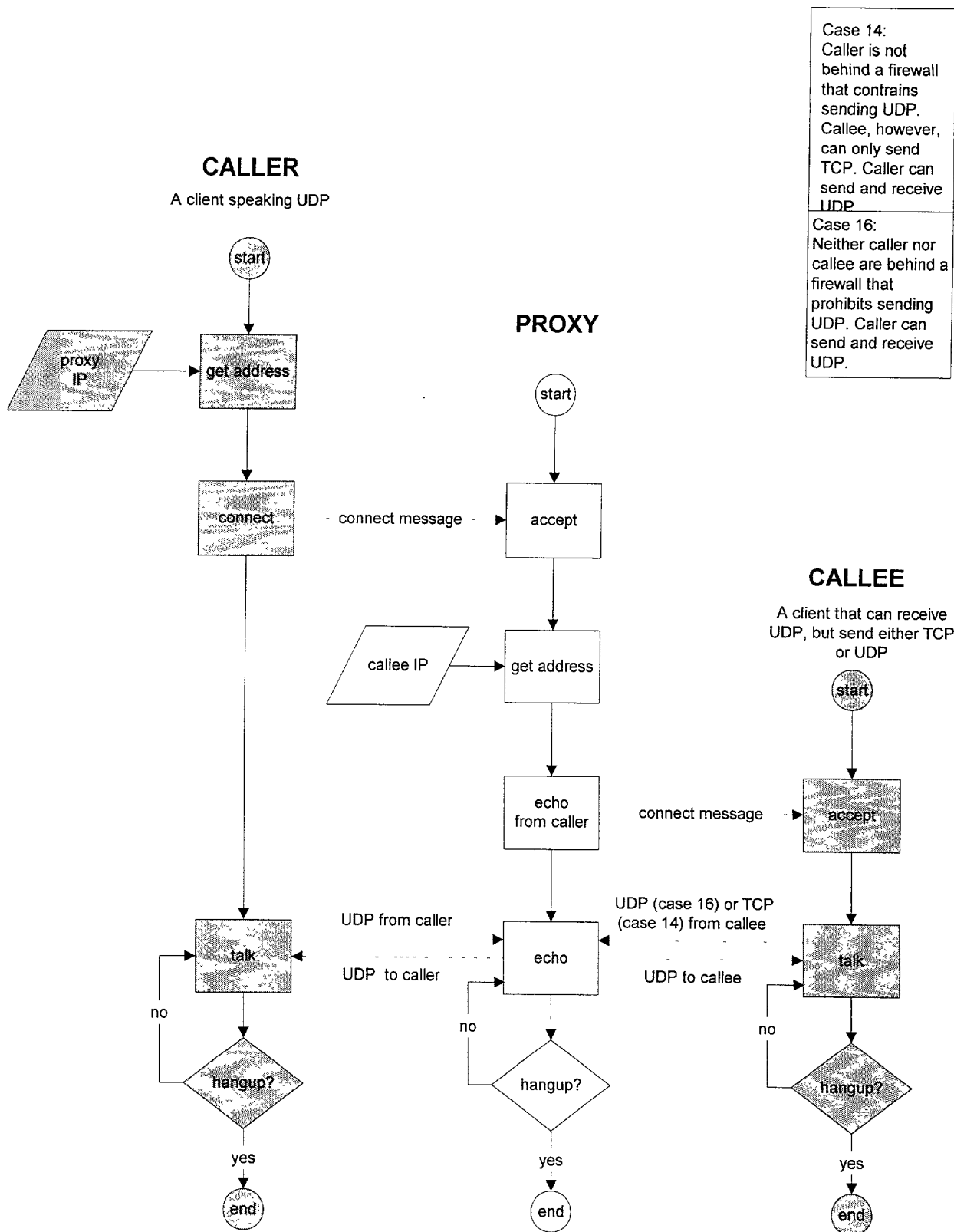


FIG. 12